STRIKER

RAGE

STRIKER

The fastest, slickest and most playable soccer simulation ever released for the home computer market.

GAME PLAY

Select the team of your choice from one of the sixty four international sides provided, each of which has its own unique set of strengths, abilities and skill levels based on their real life counterparts. Choose a two player game or enter the cup competition where you face six rounds of ferocious football culminating in the ultimate challenge - the final of the WORLD TOURNAMENT. When playing in the competition, the computer will automatically arrange your fixtures and decide the result of the other matches. If the teams are level at the end of the game, you can play extra time, go straight for a penalty shoot-out or even have a re-match.

LOADING

Insert the disk into the first drive and switch on or reboot the computer. The game will then load automatically.

Keep the disk write protected at all times to safe guard the information it contains. Once you have finished playing Striker, you will have to switch your computer off for at least 10 seconds before you can use it again.

Amiga 1200 owners - Due to the faster processor in your machine, Striker will run considerably faster than normal unless you do the following:

- *Switch on your machine whilst holding down both mouse buttons.*
- *Select "Boot Options ..." with the mouse pointer.*
- *Select "Disable CPU Caches" so that a tick appears.*
- *Select "Use" and then "Boot", the game will now load and play at normal speed.*

INSTRUCTIONS

This is a one or two player game controlled by use of a joystick. To move the highlighted player push the joystick in the required direction. Changing between players is done automatically by the computer depending on how close a player is to the ball.

Press fire once - Kick the ball in the direction the joystick is being pushed.

Press fire twice - Slide tackle.

To power kick - Keep the fire button pressed down and push forwards.

After-touch - Keep the fire button pressed down and push the joystick in a direction to affect the flight of the ball.

Free kicks - Move the trajectory line left and right using the joystick. Push forwards to get more power and a lower ball trajectory. After-touch can be applied as for a normal kick.

Goal kicks - See Free kicks.

Penalties - The arrow shows the direction in which the ball will travel. Holding the fire button down for longer after the ball has been kicked changes the height. A longer press gives a higher ball trajectory.

Additional keyboard controls are as follows:-

F1 - Change formation (Player 1)
F2 - Change formation (Player 2)
SPACEBAR - Pitch markings on/off
R - Action replay (manual)
I - Game statistics
M - Radar
P - Pause
S - Slow motion
Q - Quit

VIDEO CONTROLS

During an action replay you have total control over the playback by using the function keys:

F1 - Play
F2 - Pause
F3 - Rewind
F4 - Fast forward
F5 - Fast rewind
F6 - Slow forward
F7 - Slow rewind
F8 - Advance one frame
F9 - Regress one frame
F10 - Exit from the video

HINTS AND TIPS

- *Attack down the wings and cross the ball near the byline.*
- *Use the after-touch to increase kick power.*

STRIKER

MENUS

- *Shoot from the angles.*
- *Use cursor keys to scan area before free kicks.*
- *Play aggressively against the strongest sides.*
- *Tackling players from the front results in fewer fouls.*

SCOREBOARD

The on-screen scoreboard displays the following: Team names, score, clock, general information. (i.e. penalty, free kick etc). Current player information including red and yellow cards, player number and injury level.

GAME SELECTION MENU

This is the main menu that you will see on first starting the game, it contains the following options.

- *Play friendly - Go to friendly menu.*
- *Play tournament - Go to tournament menu.*
- *Seedings - View team strengths.*
- *Watch demo - The computer plays a game against itself. Press Q on the keyboard to quit from demo mode.*

FRIENDLY MENU

To choose your team move the cursor by use of the joystick and press fire when the side you require is highlighted, now repeat the process to select the opposing team. Once this is done you will be able to access the icons at the bottom of the screen which perform the following functions.

- *Positioning the cursor over the team names and pressing fire will allow you to change that team.*
- *To change between one player, two players or computer only control, move the cursor over the joystick or chip icon and press fire to change it. Joystick = human player, chip = computer player.*
- *The PLAY icon will start the game with default formation, pitch and game settings.*
- *The OPTIONS icon takes you to the formation designer.*
- *The QUIT icon returns you to the main menu.*

TOURNAMENT MENU

Select your team exactly as for the friendly menu, the cursor will then move to the icons at the bottom of the screen which allow you to do the following.

- *Moving the cursor over the PLAYER 1 icon allows you to change the team.*
- *The FIXTURES icon takes you to the fixtures screen.*
- *The QUIT icon returns you to the main menu.*

FIXTURES SCREEN

This displays the matches that are to be played in the coming round. Three icons are also displayed at the bottom of the screen which perform the following functions.

- *The PLAY icon will start the game with default formation, pitch and game settings.*
- *The FORMATIONS icon takes you to the formation designer.*
- *The QUIT icon returns you to the main menu.*

FORMATION DESIGNER

This screen allows you to change the team formation to any one of eight predefined patterns and alter the substitutes preferred playing position. The icons you may select on this screen are given below.

- *The PLAY icon will start the game with default formation, pitch and game settings.*
- *The SETTINGS icon will takes you to the settings and pitch conditions screen.*
- *The QUIT icon returns you to the main menu.*

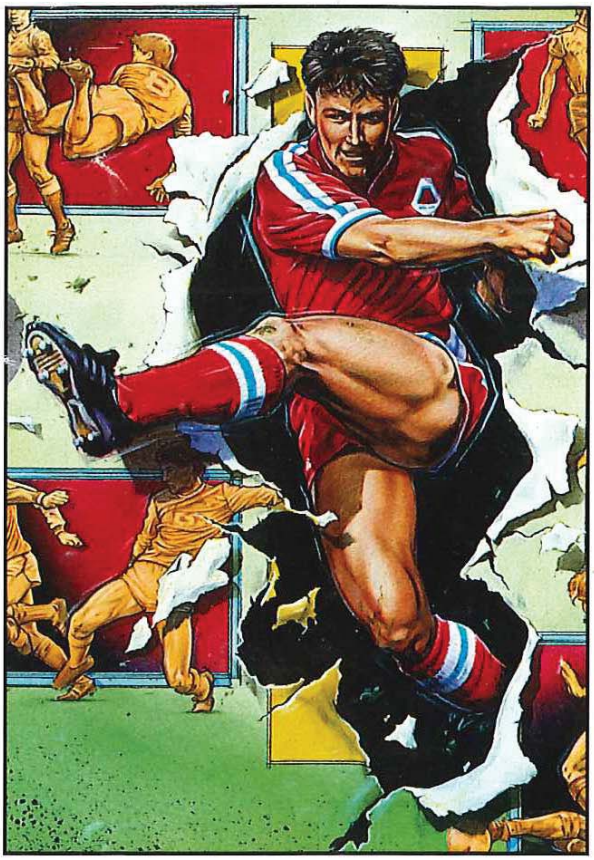
SETTINGS & PITCH CONDITIONS

This screen will allow you to alter the weather and pitch conditions and also change the game parameters. Once the required settings have been decided upon, press the fire button to allow access to the two icons at the bottom of the screen. These icons can be selected as normal and are described below.

- *The PLAY icon will start the game with your current settings used.*
- *The QUIT icon returns you to the main menu.*

RESULTS SCREEN

On completion of a tournament round, this screen will be displayed showing all the scores of the matches that were played. If you lost the previous match then exiting from this screen takes you back to the main menu. If the match has been won then you have the option of going to the next round via the FIXTURES icon or ending the tournament completely by using the QUIT icon.



STRIKER

The game STRIKER, its program code, graphic representation and artwork are the copyright of Elephant Software Limited trading as Rage Software Limited, and may not be reproduced, stored, hired or broadcast in any form whatsoever without the written permission of Elephant Software Limited. All rights are reserved worldwide.

CREDITS

Programming - George Christophorou
Graphics - Andy Rixon and Karen Davies
Music and sound effects - David Peel and Phil Tootill
Producer - Paul Finnegan

Striker © 1992 Elephant Software Ltd. T/A Rage Software Ltd.